

# e-GeForce 6600GT

Part Number: 128-P2-N372

- 128MB
- DDR3
- HDTV
- PCI-E

## At A Glance

- 256-bit GeForce 6600 GT (500MHz clock)
- 128MB 128-bit 2ns (8x32) DDR3 Memory (500MHz clock - 1000MHz effective)
- PCI Express x16 Compatibility (PCI Express Compliant)
- Integrated NVIDIA TV Encoder (S-Video)
- 1 Single TMDS DVI-I connector for analog / digital display
- 1 Dual TMDS DVI-I connector for analog / large screen digital display
- 16 GB per second memory bandwidth
- Supports component video (HDTV-output)

## Features

- Superscaler 8-pipe architecture
- NVIDIA CineFX™ 3.0 Engine
- NVIDIA UltraShadowII Technology
- 64-bit texture filtering and blending
- NVIDIA Intellisample 3.0 Technology
- SLI Multi-GPU Ready
- 128-bit studio precision computation
- Full speed 32-bit color precision
- NVIDIA nView multi-display technology
- On-Chip video processor
- Integrated Dual 400MHz RAMDACs
- Advanced Adaptive De-Interlacing
- NVIDIA Digital Vibrance Control (DVC) 3.0
- 64-phase video scaler
- True color 64x64 hardware cursor with alpha
- Optimized for 32, 24, 16, 15 and 8-bpp modes
- Integrated full-hardware MPEG support
- Supports up to 2560x1600 digital resolutions (only on dual TMDS DVI head)



**Interface**

- HDTV
- DVI-I
- DVI-I

**Single dual-link DVI support**  
(Able to support digital resolutions up to 2560x1600)

## Driver Support

- ResChanger®
- NVIDIA Unified Driver Architecture (UDA) (Windows 2000/XP/XPx64/MCE 2005)
- Full DirectX 9.0 support
- Full OpenGL ICD for All Supported Operating Systems

## Dimensions

- height: 3.88in - 88.4mm
- length: 6.88in - 174.6mm

## Resolution Chart

	8-Bit	16-Bit	32-Bit
640 x 480	240Hz	240Hz	240Hz
800 x 600	240Hz	240Hz	240Hz
1024 x 768	240Hz	240Hz	200Hz
1152 x 864	200Hz	200Hz	170Hz
1280 x 960	170Hz	170Hz	150Hz
1280 x 1024	170Hz	170Hz	150Hz
1600 x 1024	120Hz	120Hz	100Hz
1600 x 1200	120Hz	120Hz	100Hz
1920 x 1080	100Hz	100Hz	85Hz
1920 x 1200	100Hz	100Hz	85Hz
1920 x 1440	85Hz	85Hz	75Hz
2048 x 1536	75Hz	75Hz	60Hz

Refresh rates shown are the highest obtainable and are monitor dependent. Resolutions, pixel depths and refresh rates are driver dependent and may not be available in all applications or operating system.

Gaming  
Imaging  
3D  
Video  
Entertainment  
Photos  
Graphics